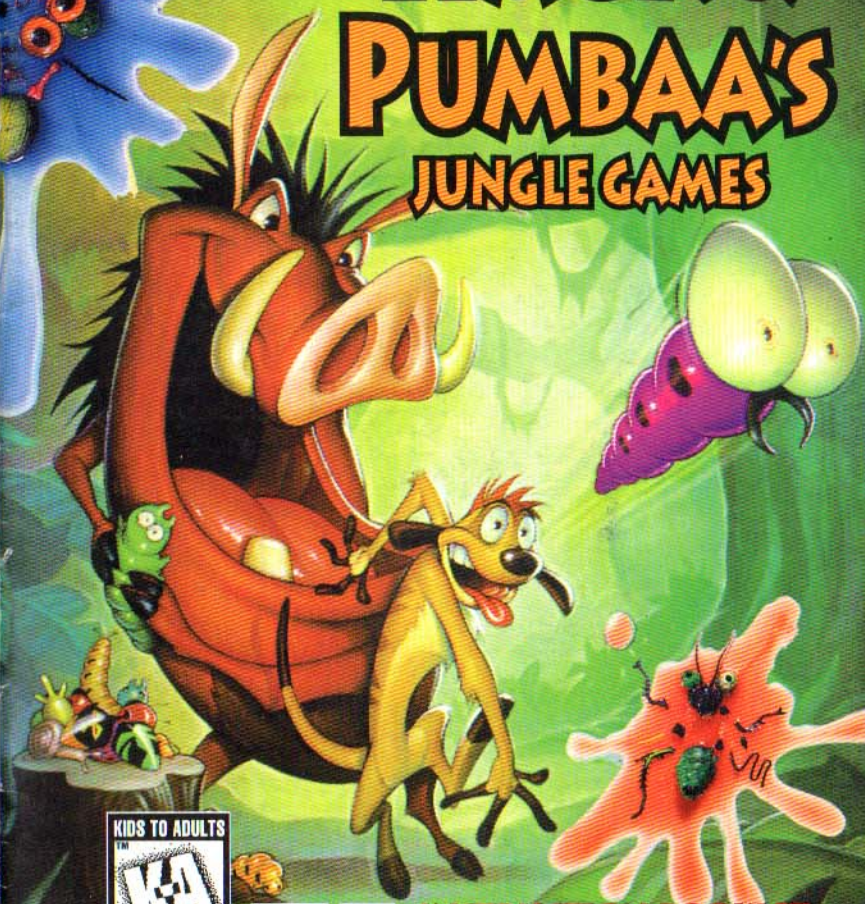


Disney's

TIMON & PUMBAA'S JUNGLE GAMES



WWW.THQ.COM



THQ INC.
5016 N. PARKWAY CALABASAS, SUITE 100, CALABASAS, CA 91302

© DISNEY. ALL RIGHTS RESERVED.
PRINTED IN JAPAN

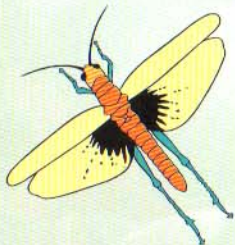
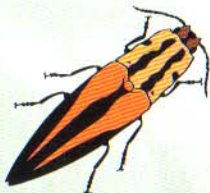


INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.



LICENSED BY



NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

CONTENTS

Let's Play	2
Getting Started	4
The Jungle Arcade Menu Screen ..	5
Burper	6
Jungle Pinball	8
Slingshooter	10
Hippo Hop	12
Credits	16
Limited Warranty	17



A cartoon illustration of Timon the meerkat from Disney's 'The Lion King'. He is shown from the waist up, wearing a yellow and orange striped tunic. He has a wide, enthusiastic smile, showing his teeth, and his arms are outstretched to the sides. The background is a light green and yellow pattern of stylized leaves and plants.

LET'S PLAY!

Hakuna Matata!

Welcome to our very special secret place, Timon and Pumbaa's Jungle Arcade! Remember how you were told not to play with your food? Forget it! Cause that's all we do in the Jungle Arcade. I designed, I mean, we designed the Jungle Arcade so all our close personal friends, that's you, could spend hours enjoying bug slappin', lip smackin' fun.

So, come on! Take off your shoes, relax and grab a bowl of chocolate-covered ants.

HAKUNA MATATA! Let's Play!

GETTING STARTED

1. Turn OFF the power switch on your Super Nintendo Entertainment System®.
 - *Never insert or remove a Game Pak when the power is on.*
2. Make sure a Controller is plugged into controller socket 1 on the Super NES®.
 - *If you are playing with a friend, plug the other controller into controller socket 2.*
3. Insert the *Disney's Timon and Pumbaa's Jungle Games* Game Pak into the socket on the Super NES. Press firmly to lock the Game Pak in place.
4. Turn ON the power switch. The title screen appears (if you don't see it, begin again at step 1).
5. See individual games for controls.



THE JUNGLE ARCADE MENU SCREEN

Ah! The hub of all activity in *Disney's Timon and Pumbaa's Jungle Games*.

To get to a game, just use the Control Pad to point the arrow to a sign, then press the B Button. Then it's "Hi Ho, Pumbaa" and let the game begin!

There's lots of other goodies to check out, too. So, keep your eyes open cause ya never know what's gonna pop up!

Anytime you want to check your high scores while you're in the Menu Screen, place the arrow over the scoreboard and press the B Button. You can also set your own game options. Set the number of players to 1 or 2, choose from easy, medium, or hard levels, turn the music On or Off, and turn the sound effects On or Off. To get out of the options and onto the fun, highlight OK and press the B Button.

Now, let the bug banquet begin!



BURPER

Talk about a smorgasbord! BURPER is a game where everything is falling on you, including the kitchen sink! You think I'm kidding? You'll see!

You get to help Pumbaa...and boy, can he BURP! The tree is full of fruit, jungle bugs and other stuff; some good, some bad. When I shake the tree, things start to fall. That's when Pumbaa needs to get up!

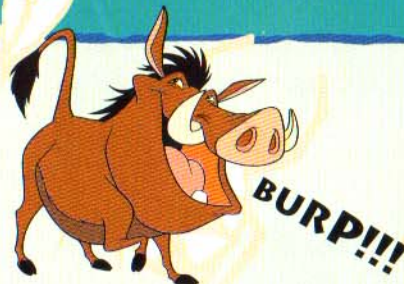
Pumbaa's burps are powerful and can disintegrate most everything. Use the Control Pad to move Left or Right and burperize falling objects with a burp. Earn points and move on to a new level by burping on bugs. Keep moving! Anything that hits you hurts you. Multiple hits cause you to lose a try. NOTE: You will be awarded an extra try every 10,000 points.

WATCH OUT! If you miss a bug, it can bite you or me and that's no good. You can protect us both by using Pumbaa's tail as a whip and smacking those nasty little buggers before they bite.

BIG BURP – Bigger than a regular Burp, but not as big as a Mondo Burp, this one might be Just Right.

MONDO BURP – The BIG one. It spreads out to get more bugs at once. Be careful, though, they use up Pumbaa's burping power much faster than regular burps! (The burp meter is in the top left corner of your screen).

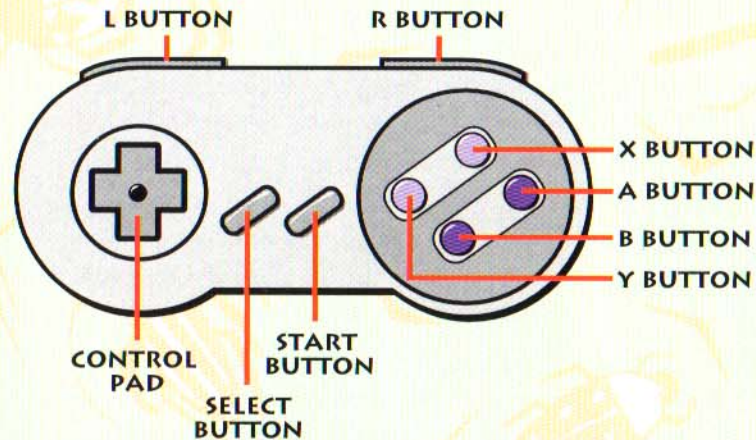
Whatever you do, don't let a SPIDER bite Pumbaa's nose! Remember, burps can't stop everything, so keep moving.



PLAYERS

One or two players, taking turns.

CONTROLS



Control Pad Left/Right:

Move Pumbaa Left/Right
Burp

B Button:

A Button +

Control Pad Left/Right:

Tail swipe Left/Right
Big Burp

Y Button:

Mondo Burp

Start Button:

Pause

Select Button:

Bring down the
Game Option menu

JUNGLE PINBALL

This is our version of the classic arcade game. But you don't need any quarters. Launch a pill bug into the Jungle Pinball playing field and get your crazy flipper fingers moving. Do us all a favor and smack as many of them stinkin' hyenas as possible.

You start with five pill bugs. Launch a pill bug by pressing the Control Pad Down. The longer you hold it down, the tighter the snake will coil. It's the nicest thing a snake will ever do.

Keep the pill bug in play with the flippers (L and R Buttons). You can even give the pill bug a jolt in a different direction. But don't overdo it. You might tilt the game and then your flippers won't work. I hate it when that happens.

Earn more points and tries by sending the pill bug into tunnels and up ramps, hitting targets and bumpers, and even by spelling out your favorite phrase – **Hakuna Matata!**

8

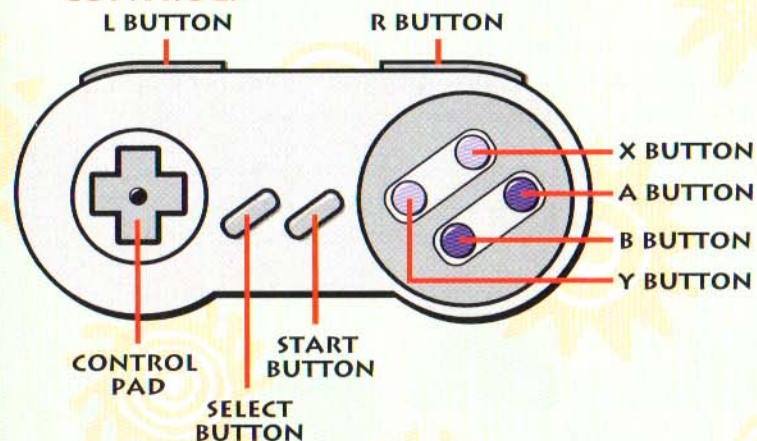


JUNGLE PINBALL

PLAYERS

One or two players, taking turns.

CONTROLS



L Button:
R Button:
Control Pad Down:
B Button:
Start Button:
Select Button:

Left Flipper
Right Flipper
Launch pill bug
Nudge play field
Pause
Bring down the
Game Option Menu

9

SLINGSHOOTER

Can you take direction? Good, cause I'm gonna make you a star in this grand handmade production of the epic jungle shooting gallery tale we call SLINGSHOOTER.

Here's your motivation. Sling berries at our handmade targets and our natural enemies like those lousy hyenas, buzzards, snakes and bugs. But don't hit me, Pumbaa or any of our friends. We're all berry sensitive. Get it?

Like every major production, you have to perform well in the time allowed and make the most of the berries you've been given. Earn more points as you advance to the next level.



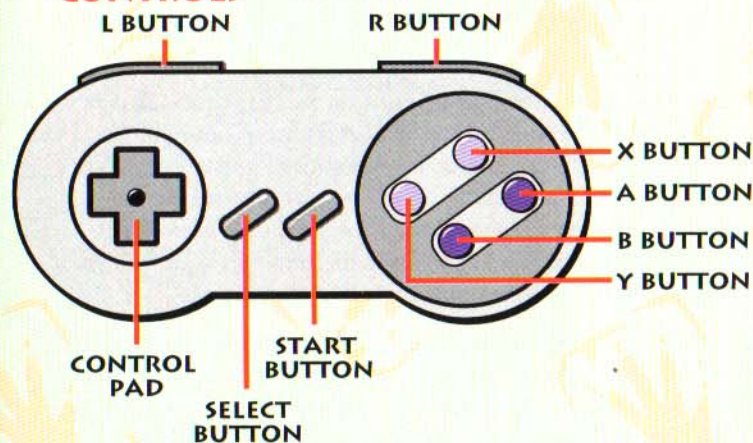
10

SLINGSHOOTER

PLAYERS

One or two players, taking turns.

CONTROLS



- | | |
|----------------|-------------------------------|
| R Button: | Speeds up the cross-hair |
| Control Pad: | Position cross hair on target |
| B Button: | Shoot |
| Start Button: | Pause |
| Select Button: | Bring up the Game Option Menu |

11

HIPPO HOP

Boy, am I hungry! Pumbaa is having his Annual Boar Day Barbeque on the banks of the Dontwanacrossit River. Only problem is, I'm on the wrong side. You've gotta help me get across the river without falling in. Meerkats don't swim! But we're good leapers. I just need a little direction. That's where you come in.

Pumbaa wants me to bring goodies to the barbeque. The goodies are floating in the river on top of stuff you can land on. You have to help me jump from one thing to another, gathering goodies on the way, landing safely in an opening on the other side. Sometimes you even have to make me jump on a crocodile. YIKES! Crocodiles? Just make sure its mouth is shut. Oh yeah, and remember, crocodiles roll over unexpectedly.

You start with five tries to cross the river. A try ends if I fall in the water, float off-screen or run out of time. Gain more tries by gathering more goodies. Make more goodies appear by ringing the Bell Flower every time you come back across the river.

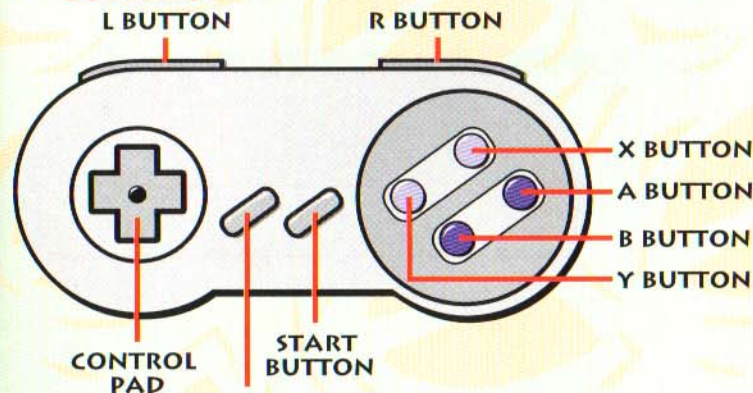
STAY AWAY FROM coiled snakes, frogs and their tongues and hyenas. And whatever you do, keep me out of the water! Brrrrrrrrrrrrrrrr!



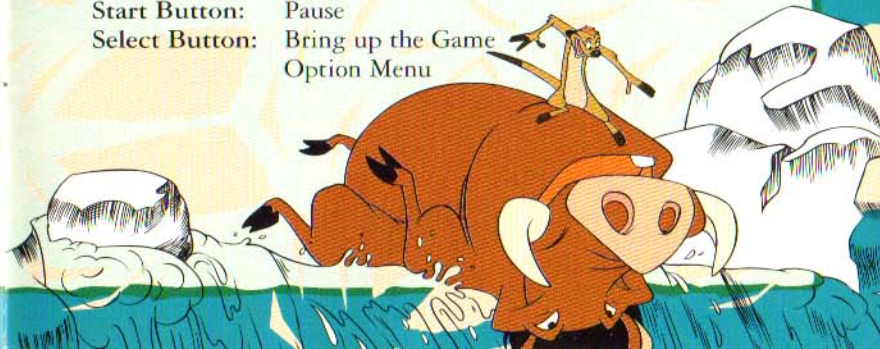
PLAYERS

One or two players, taking turns.

CONTROLS

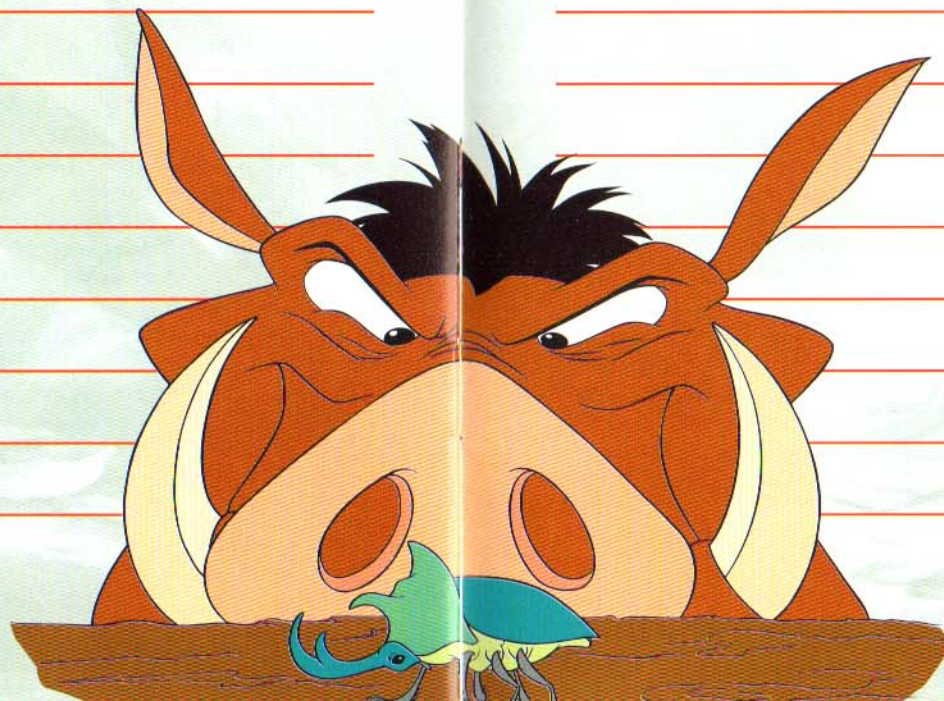


- | | |
|------------------------------------|------------------------------------|
| CONTROL PAD | SELECT BUTTON |
| Control Pad Left/Right: | Move Timon Left/Right |
| Control Pad Up/Down: | Make Timon Jump Across the River |
| Control Pad Left/Right + B Button: | Make Timon Jump Left/Right |
| Control Pad Left/Right + A Button: | Make Timon Jump farther Left/Right |
| A Button: | Make Timon run along shoreline |
| Start Button: | Pause |
| Select Button: | Bring up the Game Option Menu |



JUNGLE NOTES

JUNGLE NOTES



CREDITS

THQ Inc.

Senior Vice President
Mike Haller
Vice President
of Product Development
Steve Ryno

Executive Producer
Donn Nauert

Senior Producer
Greg Gibson

Producer
Jon Osborn

Associate Producers
Sanders Keel
Gabriel Jones
Jim Killey

Testers
Erick Fernandez
Jason Lewis
Skot Travis
Erik van Rooy
Edward Ramiro

Beeline Group, Inc.

Package and Manual Design
Katherine Lee

Disney Interactive

Special Thanks To:

Producer
Kaz Makita

QA Manager
Jeff Blattner

Lead Testers
Brian Adriano
Karl Drown

Testers
Joe Santos
Dang Ngo

Original PC Game Developed by
Disney Interactive & 7th Level

Tiertex Ltd.

Programmed by
Doug Anderson

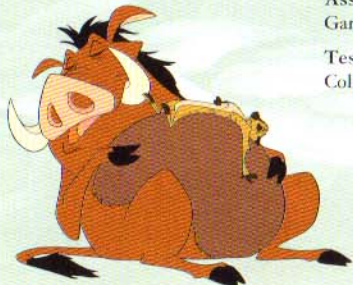
Graphics by
Barry Armstrong
B.A.D. Studios

Music & FX by
Mark Ortiz

Producer
Dympna Forkin

Assistant Producer
Gary Marshall

Testing
Colin Stone



LIMITED WARRANTY

THQ Inc. warrants to the original consumer purchaser that this Game Pak shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ Inc. will repair or replace the Game Pak, at its option, free of charge. To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the THQ Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the THQ Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Game Pak, and return your Game Pak freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

THQ Inc. Consumer Service Department, 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if this product: (a) is used with products not sold or licensed by Nintendo (including, but not limited to, non-licensed game enhancement devices, adapters, and power supply devices); (b) is used for commercial purposes (including rental) or is modified or tampered with; (c) is damaged by negligence, accident, unreasonable use, or by other causes unrelated to defective materials or workmanship; or (d) has had the serial number altered, defaced, or removed.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the Game Pak develops a problem after the 90 day warranty period, you may contact the THQ Inc. Consumer Service Department at the phone number noted. If the THQ Inc. service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective Game Pak. Send the defective Game Pak, along with \$10.00, freight prepaid to THQ Inc. If replacement Game Paks are not available, the defective Game Pak will be returned and the \$10.00 payment refundable.

WARRANTY LIMITATIONS: ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

WARNING: Copying of this game is illegal and is prohibited by domestic and international copyright laws. Back-up or archival copies are not authorized and are not necessary to protect your software. This manual and other printed matter accompanying this game are also protected by domestic and international copyright laws.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

THQ Inc., 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302 (818) 591-1310